



XBOX 360®

Harry Potter

AND THE
DEATHLY
HALLOWS™
PART I



⚠ WARNING Before playing this game, read the Xbox 360® console instructions, KINECT sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to www.xbox.com/support or call Xbox Customer Support.

For additional safety information, see the inside back cover.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

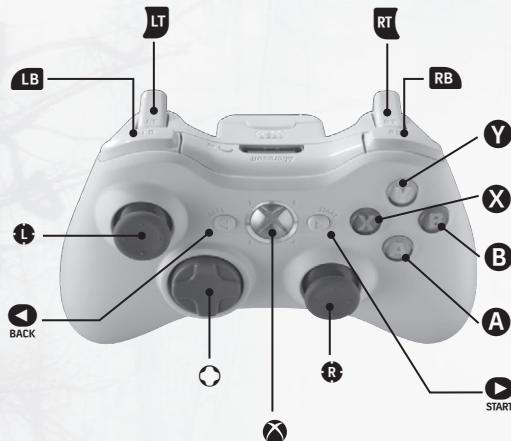
Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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www.harrypotter.ea.com



THIS SPELLS WAR

As Voldemort's™ grip on the wizarding world tightens, Harry, Ron and Hermione are more determined than ever to continue Dumbledore's™ work and defeat the Dark Lord. But where are his Horcruxes, what are the Deathly Hallows and how will they discover more about them while on the run?

Join Harry and his friends in a desperate quest to thwart Lord Voldemort's return to power – an adventure that will put them in more danger than ever before.

COMPLETE CONTROLS

GENERAL GAMEPLAY

Move Harry	Move △ .
Camera controls	Move □ .
Run	Press and hold A .
Perform an action	Press A .
Cover	Press X .
Switch the camera	Click R .
Pause menu	Press ▷ .

MAGIC

Cycle between spells	Repeatedly tap RB .
Select a spell from the Spell Wheel	Press and hold LB , move △ to highlight a spell and then release LB to select it.
Aim mode	Pull and hold B .
Cast a spell	Pull RT (pull and hold if charging is required).
Cast <i>Wingardium Leviosa</i>	Pull and hold RT to lift an object, move RB to transport it and release RT to throw it.
Cast <i>Protego</i>	Press and hold LB .
Cast <i>expecto patronum</i>	Double-tap and hold LB .
Cast <i>Four-Points</i>	Press B .
Select a potion	Press ○ ↑/↓/←/→ .
Throw a potion	Pull RT .
Drink a potion	Press A .
Wear/remove the Invisibility Cloak	Press Y .

PLAYING THE GAME

To begin a brand new game, select NEW GAME in the main menu and choose a difficulty level.

MAIN MENU

From the main menu, start a new adventure, continue an old one, take on a Challenge and set your gameplay preferences.

GAME SCREEN



SAVING AND LOADING

The game automatically saves your progress as you play.

>To continue with your saved adventure, choose CONTINUE GAME in the main menu.

HARRY'S QUEST

Harry and his friends are faced with numerous objectives throughout their adventure – some that bring them closer to their goal and others that help the people they meet along the way. To discover where Harry's currently selected objective lies, press **B** to cast *Four-Points*.

EXPERIENCE POINTS

With every new obstacle Harry overcomes, his experience level (XP) increases, turning him into a more knowledgeable wizard with brand new spells at his disposal.

ON-SCREEN INDICATORS

HEALTH INDICATOR

As Harry's health deteriorates, the colours on the screen fade. To regain his strength he must take cover from his attackers until his surroundings return to full colour.

DEMENTOR™ INDICATOR

When Dementors are nearby, the edges of the screen ice up, serving as a warning for Harry to prepare for battle.

SPELLS

As Harry gains XP, he unlocks new spells and those he already possesses become even more powerful.

SELECTING SPELLS

To quickly cycle through Harry's spells, repeatedly tap **R2**. To choose a spell from the Spell Wheel, press and hold **R2**, move **△** to highlight a spell and then release **R2**.

NOTE: *Protego*, *expecto patronum* and *Four-Points* are controlled differently than other spells and so don't appear in the Spell Wheel.

CASTING SPELLS



To cast the currently selected spell with increased accuracy, move **△** to ensure the aiming reticule is close to your target, and then pull and hold **L1** to go into aim mode. Finally, pull **RT** (for spells that require charging, pull and hold **RT** and then release it when the spell is fully charged).

NOTE: Some spells take more energy to cast than others and Harry then requires recovery time before he can cast his next spell.

COMBAT SPELLS

SPELL	DESCRIPTION
Stupefy	Stuns, dazes or temporarily incapacitates its target, depending upon the strength of the cast.
Expelliarmus	Forcibly disarms other wizards by knocking them to the ground.
Petrificus Totalus	Temporarily Body-Binds its target.
Confundo	Induces a temporary state of confusion in its target.
Confringo	Causes objects to explode dramatically, affecting the surrounding area.
Impedimenta	Causes targets to stop in their tracks for a brief time. Targets hit repeatedly are rendered unconscious.
Expulso	Releases short, sharp blasts from the wand tip, which blasts the victim off their feet.
Protego	Creates a magical barrier that protects the caster from attack.
Expecto patronum	Repels Dementors.

UTILITY SPELLS

SPELL	DESCRIPTION
Four-Points	A path-finding spell that Harry can use to discover the direction of his current objective.
Wingardium Leviosa	Levitates objects, allowing the caster to move them around in the air.

POTIONS

Clever use of potions can help Harry get past even the most daunting of obstacles and enemies.

THROWING POTIONS

Harry can collect vials of Exploding Potion, Peruvian Instant Darkness Powder, Doxycide and Garroting Gas to help him out of tricky situations. To throw a vial containing one of these powerful potions, press  /// to select one and then pull .

POTION	DESCRIPTION	CONTROL
 Garroting Gas	Creates a cloud of gas that renders bystanders unconscious.	 
 Doxycide	Clears out Doxy infestations.	 
 Exploding Potion	A highly unstable potion that is liable to explode if dropped, shaken or thrown.	 
 Peruvian Instant Darkness Powder	Plunges an area into darkness so that no one can see to cast accurately.	 

DRINKING POTIONS

Hidden throughout Harry's world is a vast array of potions that he can consume to help him complete his quest. To have Harry drink a potion he's discovered, walk up to it and press .

POTION	DESCRIPTION
Felix Felicis	Temporarily enables perfect casting and increases the drinker's ability to avoid incoming spells.
Strengthening Solution	Temporarily increases the drinker's ability to absorb enemies' casts without being harmed.
Fire-Protection Potion	Protects against fire and flames for a limited time.
Murtlap Essence	Heals minor injuries.
Blood Replenishing Potion	Heals major injuries.
Elixir of Life	Immediately heals all wounds.
Polyjuice Potion™	Temporarily transforms the drinker's appearance.

INVISIBILITY CLOAK

One of Harry's most important magical possessions, his Invisibility Cloak can help him creep around unnoticed and sneak up on his foes to cast spells on them at close range. Bear in mind, though, that he cannot remain invisible while casting.

The chances of Harry being heard while under the Cloak increase the more he moves around and the closer he gets to his enemies. As he moves and approaches enemies while under the Cloak, the Stealth Meter, which appears in the bottom left-hand corner of the screen, drains and slowly turns red. In order to refill the meter and remain invisible, Harry must stand still and out of hearing range of all enemies.

STEALTH

To a wizard on the run, remaining undercover is as important as fighting enemies. In addition to his Invisibility Cloak, Harry can also use Polyjuice Potion and Peruvian Instant Darkness Powder to hide from his foes.

COLLECTABLES

Potions aren't the only items lying around waiting to be discovered by Harry.

Potterwatch

Harry can collect passwords to unlock Fred and George's 'Potterwatch' programmes and listen to their exclusive broadcasts.

Periodicals

Collecting copies of *The Quibbler* and the *Daily Prophet*™ keeps Harry up-to-date with events occurring in the wizarding world.

Deathly Hallows Symbols

Harry must try to find all of the Deathly Hallows symbols hidden around the world.

NOTE: To view all of the items Harry has collected on his adventure, enter the pause menu and select COLLECTABLES.

OTHER MODES

CHALLENGE MODE

Test your wizarding abilities and post high scores by taking on a series of adrenaline-pumping Challenges. To play a Challenge, select CHALLENGES in the main menu.

NOTE: You can replay Challenges as many times as you like in order to better your score.

KINECT CHALLENGES

Those with an Xbox 360 KINECT Sensor can fight Harry's enemies in a whole new way, using poses and gestures to cast spells and defeat enemies. To play these exclusive single and multiplayer adventures, select KINECT in the main menu.

CONTROLS

CHALLENGE SELECT

Move between menu screens/Select an option

MENU CONTROLS

Hold your hand over your chosen option.

GENERAL GAMEPLAY

Pause menu

Hold your left arm out, 45 degrees away from your body.

SPELLS AND POTIONS

ACTION	GESTURE DESCRIPTION	GESTURE
<i>Stupefy</i>	Raise your right arm and flick your hand towards your target.	
<i>Confringo</i>	Raise your left hand above shoulder height. Raise your right hand and aim at your target.	
<i>Expelliarmus</i>	Raise your right hand above shoulder level to charge the spell. To cast, extend it towards your target as if throwing a ball.	
<i>Expulso</i>	With your right hand across your chest, swing your arm forwards and towards your intended target as if playing a backhand in tennis.	
<i>Protego</i>	Extend both arms straight ahead at shoulder level as if pushing a large boulder.	
Throw potion	With both hands relaxed by your side, raise your left hand up towards the target as if throwing a ball.	

XBOX LIVE

Xbox LIVE® is the online game and entertainment service for Xbox 360®. Just connect your console to your broadband Internet service and join for free. You can get free game demos and instant access to HD movies (sold separately)—with KINECT, you can control HD movies with the wave of a hand. Upgrade to an Xbox LIVE Gold Membership to play games online with friends around the world and more. Xbox LIVE is your connection to more games, entertainment, and fun. Go to www.xbox.com/live to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

EA MAY PROVIDE CERTAIN INCREMENTAL CONTENT AND/OR UPDATES FOR NO ADDITIONAL CHARGE, IF AND WHEN AVAILABLE.

HOW TO GET HELP WITH KINECT

LEARN MORE ON **Xbox.com**

To find more information about KINECT, including tutorials, go to www.xbox.com/support.

HINTS AND TIPS

- When enemies are defeated, they often drop items in their haste to escape.
- Try to select the correct spell or potion to match your situation. Some work better on certain enemies and obstacles than others!
- It is possible to recover health, switch between spells and select potions whilst protected by *Protego*.
- Fred and George's 'Potterwatch' programmes can be listened to in the pause menu.
- Casting *Confundo* can be used to confuse your enemies, turning them against each other and tipping the odds against them.
- The rare *Felix Felicis* potion can provide Harry with huge advantages in combat. After drinking it, he becomes almost impossible to hit and incredibly accurate when casting!



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Playing KINECT Safely

Make sure you have enough space so you can move freely while playing.

Gameplay with KINECT may require varying amounts of movement. Make sure you won't hit, run into, or trip over other players, bystanders, pets, furniture, or other objects when playing. If you stand or move during gameplay, you need good footing.

Before playing: Look in all directions (right, left, forward, backward, down, and up) for things you might hit or trip over. Be sure your play area is far enough away from windows, walls, stairs, etc. Make sure there is nothing you might trip on—for example, toys, furniture, loose rugs, children, pets, etc. If necessary, move objects or people out of the play area. Don't forget to look up—be aware of light fixtures, fans, or other objects overhead when assessing the play area.

While playing: Stay far enough away from the television to avoid contact. Keep enough distance from other players, bystanders, and pets—this distance may vary between games, so take account of how you are playing when determining how far away you need to be. Stay alert for objects or people you might hit or trip on—people or objects can move into the area during gameplay, so you should always be alert to your surroundings.

Make sure you always have good footing while playing. Play on a level floor with enough traction for the game activities, and make sure you have appropriate footwear for gaming (no high heels, flip flops, etc.) or are barefoot if appropriate.

Before allowing children to use KINECT: Determine how each child can use KINECT and whether they should be supervised during these activities. If you allow children to use KINECT without supervision, be sure to explain all relevant safety and health information and instructions. **Make sure children using KINECT play safely** and within their limits, and make sure they understand proper use of the system.

To minimize eyestrain from glare: Position yourself at a comfortable distance from your monitor or television and the KINECT sensor; place your monitor or television and KINECT sensor away from light sources that produce glare, or use window blinds to control light levels; choose soothing natural light that minimizes glare and eyestrain and increases contrast and clarity; and adjust your monitor's or television's brightness and contrast.

Don't overexert yourself. Gameplay with KINECT may require varying amounts of physical activity. Consult a doctor before using KINECT if you have any medical condition or issue that affects your ability to safely perform physical activities or if: You are or may be pregnant; you have heart, respiratory, back, joint, or other orthopedic conditions; you have high blood pressure or difficulty with physical exercise; or you have been instructed to restrict physical activity. Consult your doctor before beginning any exercise routine or fitness regimen that includes KINECT. Do not play under the influence of drugs or alcohol, and make sure your balance and physical abilities are sufficient for any movements while gaming.

Stop and rest if your muscles, joints, or eyes become tired or sore. If you experience excessive fatigue, nausea, shortness of breath, chest tightness, dizziness, discomfort, or pain, **STOP USING IMMEDIATELY**, and consult a doctor.

See the Healthy Gaming Guide at www.xbox.com for more information.